

CARD GAME

Abstract

Playing cards having a deck divided into a first suit of threat cards and a second suit of tool cards. Play is conducted by each player concocting a story based on the cards, for instance, a defense, using what is shown on the tool card or cards the player has, against the threat shown on the threat card the player has. Points may be awarded for creativity in telling a story with the winner having the most points at the end of play, or alternatively, players may play for the fun of creating stories.